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GAMESHARK

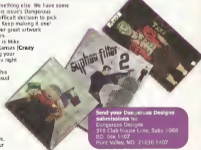
MAGAZINE

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THE OFFICIAL
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BROADCAST CODES

GEKIDO
FURIOUS FOUR-PLAYER FIGHTING

E3
REPORT
THE FUTURE
OF GAMES





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DOWNLOADING AT GAMESHARK.COM

Just buy a Video Game, bring it home to use with your GameShark, connect to GameShark.com to find the latest codes, and realize that the Infinite Health code you're looking for is 10 files long, and you have no way of entering it other than using the controller? With the Dreamcast GameShark, those days are over. Now you can simply connect to the GameShark website with your Dreamcast, find the codes for the game you want, and download them to your Memory Card! Then the next time you use your Dreamcast GameShark, it will automatically find the codes, and insert them into your code(s)! This saves hours of entering codes, especially those complicated Double Codes that can span over 20 lines sometimes.

Very soon GameShark.com will be undergoing a lot of changes that allow you to download all sorts of content, from GameShark codes as explained above, to Dreamcast Games Saved (maybe being able to download all the attached characters for Soul Calibur, or being able to download a save with all the boards and perks unlocked for Tony Hawk's Pro Skater 2) and more will be available soon at GameShark.com!

John Hayes

GameShark: upgrading options

Version 2.4.0

1. Standard GameShark

You can send in your current version of the standard GameShark along with a check or money order for \$19.00 and we will replace the unit with the version 2.41. This version will not contain the code generator, but will allow compatibility with all of the newer titles.

2. You can send in your current version of the GameShark along with a check or money order for \$35.00 and we will replace your standard GameShark with a GameShark Pro version 2.2. The version 1.2 contains a code generator that allows you to back your own codes and will be compatible with all of the newer titles.

2. GameShark Pro

You can send in your version 1.0 or 1.1 and we will upgrade the unit to the 2.2 Pro at no charge.

Upgrading!

3. Standard GameShark below version 2.0

You can send in your standard GameShark below version 2.0 along with a check or money order for \$35.00 and we will replace it with the GameShark CCB version 1.3. The GameShark CCB allows you to link to a PC to back your own codes.

4. Standard GameShark 2.0 to version 2.41

You can connect up your GameShark to our web site at www.gameshark.com or call 1-818-795-4884 and receive a free upgrade CD that will upgrade your standard GameShark to the version 2.42. The version 2.42 will be compatible with all of the newer titles.

5. You can send in your standard GameShark along with a check or money order for \$35.00 and we will replace it with the GameShark CCB version 1.3. The CCB will allow you to link to a PC to back your own codes.

3. GameShark Pro

To upgrade your GameShark Pro contact updates@gameshark.com or call 1-818-795-4884 to receive a free upgrade CD that will upgrade you to the version 2.2.

4. GameShark CCB

The version 1.3 is the current version of the GameShark CCB. As we upgrade it, we will allow you to link to our web site at www.gameshark.com or call 1-818-795-4884 to receive a free upgrade CD.

Game Boy

You can send in your current version of the standard Game Boy GameShark along with a check or money order for \$29.00 and we will replace it with the GameShark Pro version 2.0.

As new upgrades are released, they will be posted on www.gameshark.com.

HERE'S A GLIMPSE OF THINGS TO COME

Game Title Release Date

Contra	June 1, 2000
World Racing Championship	June 6, 2000
Demolition Man	June 6, 2000
Major League Soccer 2000	June 7, 2000
Seven Seven	June 7, 2000
Warrior's Men	June 13, 2000
Legend of Dragoon	June 14, 2000
Kungage Through Time	June 14, 2000
Mike Tyson Boxing	June 2, 2000
Seven Seven	June 2, 2000
End of the Road	June 2, 2000
Monstrous Madness	June 2000
Popularity	June 2000
Alien Resurrection	June 2000
Nasty Racing	June 2000
Jeff Gordon X5 Racing	June 2000
Iron Soldier 3	June 2000
Mortal Kombat Special Forces	June 2000
Infestation	June 2000
Ice, Thunder, Kiss, Powder	June 2000
Threads of Fate	July 18, 2000
Who Wants To Be A Millionaire?	July 2000
Hercules	July 2000
Speedball 2000	July 2000
Duke	July 2000
Lunar 2: Eternal Blue	July 2000
Star Wars: Battle of the Planets	July 2000
James McCloud Superstars 2000	July 2000
Duke Nakano Planet of the Gales	July 2000
Tommy Boy	July 2000
Cartoon Network	July 2000
Duke's Demolition	July 2000
Star Wars	July 2000
Harvest Moon Back to Nature	July 2000

THEY'RE BACK!

fear effect



Hera, Duke and Gila return to your PlayStation Console in **Fear Effect: Retro Hell**. Fear Effect: Retro Hell is scheduled for a Winter 2000 release and what a great Christmas present it will make! Fans of Fear Effect will not want to miss this and those who never played the first can enjoy this one just as much, as it is a sequel. Tied out how those three, so different, yet they're back together and what chaos and mystery they cause when they look up.

Sporting the same awesome graphics and animation, **Fear Effect: Retro Hell** plays like its predecessor. Control several different characters,

solving puzzles and blasting enemies along the way. One of the many cool things about both **Fear Effect** is the character change. This analogy happens right at an important part of the storyline, as you get many mini "cliff-hangers," which adds to the excitement and intensity of the gameplay. My first experience of Retro Hell was merely a demo, but after one of the designers I ran into at E3 told me that **Fear Effect: Retro Hell** "will blow your mind on many levels," I knew what I'd be seeking for this Christmas.

-Candice 2000

Game Title Release Date

Star Wars	June 1, 2000
Dark Deception	June 6, 2000
StarCraft 64	June 13, 2000
PGA European Tour	June 13, 2000
Iron Soldier 2000	June 13, 2000
Wally Soccer 2000	June 13, 2000
Highway Destroyer 2	June 27, 2000
Kirby 64: The Crystal Shards	June 27, 2000
Hercules: Legendary Journeys	June 28, 2000
Rally Challenge 2000	June 2000
Big Mountain 2000	June 2000
Army Men: Air Combat	June 2000

Game Title Release Date

Duke: Ninja	July 14, 2000
Midway Arcade Flashback	June 28, 2000
Street Fighter EX Double Impact	June 2000
Demolition Man: No Exit	June 2000
ESPN Baseball Tonight	June 2000
Seven Seven: Revenge Squad	June 2000
Star Wars	June 2000
Legend of the Bluebeard	June 2000
Disney World Magical Racing	June 2000
Amnesia: The Dark Brotherhood	June 2000
Drawn: Call of the Storm	June 2000
Yon Story 2	July 2000
Star Trek: New Worlds	July 2000
Evolution 2: Far off Promise	July 2000
Super MagnaMoo	July 2000
Seven	July 2000
James McCloud Superstars 2K	September 2000
NFL Quarterback Club 2001	September 2000
South Park Rally	September 2000

codeboy's rant

CODEBOY GUSHES OVER PS2

The night before the fight before the day before the show. By the time I get to greathead (his, E3 will have come and gone, and I may or

may not still have my job depending on what happens there. But that's all in the future past right now, so I'll ignore it. Now that the Dreamcast

GameShark is out, more funnypast for you, I love lead-time, it's time to start focusing on the next system coming down on us. So far I'm fairly impressed with the PS2,

a much better Japanese launch than the Dreamcast. And, I love the Dreamcast now that it's had a few months in the US to grow. **Ridge Racer** despite its many bugs, was quite a title for launch. If you can remember back to the

Japanese launch of Dreamcast, I wasn't too impressed with **Virtual Fighter 3th** and didn't even bother with **Godzilla: Kessen I** couldn't grip, but I can't even get into the **Romance of the Three Kingdoms**, which is presented in English and I've read **The Art Of War**. **Kessen's** graphics were all we really

needed to see though. Hundreds of warriors moving smoothly and those horses that is something that has never been done before. The movements of humans are hard enough to translate, but those horses were better than anything I've seen to date on a console. Items, what else have we got for PS2? Even the latest installment to the **Street**

Fighter series, I must painfully admit, is interesting. Seems that Capcom took a few ideas from other companies and have added a Character Edit feature. You can meet challenges to gain experience and, in turn, use those experience points to purchase more

upgrades... I think. Daren Kang text, I can't read a bit of it. But, after what seems to be a decade, Capcom has changed their fighter. And in a good way!

Tekken Tag Tournament is the next title for the PS2 and a second early title from Namco. Though a graphical masterpiece, the gameplay seems about the same as the prior **Tekkens**. Nothing at all wrong with that, it just seems that this is the time many fighter series are throwing in some new twists to the fighting genre. Very reliant on the

complexity of combinations and tactical partner changes. **Tekken Tag** requires a bit of time to get used to and even longer if you're playing against a **Tekken** version. No **Seal Calibur**, in the control department, but a beautiful game none-the-less.

But then comes the scourge of the

Japanese release titles, **Driving Emotion Type-S**. I have no idea what is going on here. The graphics once again are vivid, but that's about as much praise as you'll hear from me on this one. The steering, or lack thereof, is somewhat akin to a go-kart without tie-rods. I'm not sure if there's a delay in the response to the

action performed or if the steering is actually that bad. But it renders the game completely unplayable. This is no overstatement either. Anyone who has played this game will note on the almost

complete lack of control of the vehicles. They do accelerate and brake well though. So maybe if they add a drag race feature, this game may have a few seconds of life.

And that's my roundup for this issue. I'll be sure and drop you an update as the US release date closes in. PS2 GameShark anyone? I sure hope I had fun at E3. And I sure hope that State ment wasn't too prophetic.

-CodeBoy



Driving Emotion Type S



Street Fighter EX 3



Tekken Tag Tournament



Illustration of a woman in a black outfit, possibly a character from a game.

SHARK MIX Q&A WHAT'S NEW

Read the headline aloud, it kinda rhymes kinda.

Game Boy - A portable videogame system, used for playing games anywhere.

Email - Written communications, transmitted through Internet channels.

Shark MX - The first device to provide you with email through your Game Boy (but that something? A device that allows you to send and receive emails through your Game Boy before back to the headline. What will we think of next? When you hook up your Shark MX and sign up for an account, you'll be given a youmanshiga.meshian.com email address. You'll be able to compose, send, receive, reply to and forward emails, just as you can in a standard email program. The Shark MX is compatible with all email pro-

grams, so you can send and receive emails from anyone with an email address, whether they're on a PC, Web TV or a Shark MX.

The Shark MX even takes a few steps beyond email capabilities as in the functionality department. You get a fully featured GMailbox, a full address book for keeping track of your friends and family and a calendar in which you can mark important dates and take notes. All these features add up to a complete PDA (Personal Digital Assistant) in your Game Boy. What's new?

Well, for starters, your friends here at GameShark will keep you up to date on all of the hottest Game Boy/Gad and Pocket game info with newsletters emailed directly to your Game Boy.

Look for Shark MX to hit videogame retailers this Summer.



Give Your Thumbs A Break With A "5" Code by Jay "FNB" Philbrook

Hey those hacking fans, I'm the new guy at GameShark.com, INC, and today I'm going to share with you the secrets of the "5" code. (Well, they're not actually SECRETS!!), like many of you, am a lazy SOB when it comes to entering codes into my GS. How many of you sat there have seen a code for a game that's over 15 lines long? How about over 100? Crazy now, how many of you want to sit around and type 198 lines of code into a GameShark with a D-pad? Not many, I'm sure! Well, sometimes there are ways around it, especially if the addresses of each code are in the same general range. O.K. luddies, let's begin then!

First thing's 1st, let's start apart the "5" code and explain how it works.

5000C605 0000

The "RR" in the address tell the GameShark how many times to repeat the code below it, the "5" tells the GameShark how many to increase the address of the code by, and the "V" tells it how much to increase the value of the code by. You're probably sitting there scratching your heads while reading this... Well, that's why I plan on giving you an example of how one would use a "5" code...

Hmm, what game would be a good example for a "5" code? Hmm... ah, yes, **Final Fantasy VIII** (that's 8 to all you use Ramon's out there). Let's recreate the "Infinite Amount All Items" code that can be found on our site. It's a simple 2 line code that contains a "5" code in the 1st line.

"Infinite Amount All Items"
500C602001
80077EBC401

Isn't it "simple 2 line code"? Well, it LOOKS simple, but it's telling your GameShark to do quite a bit of work.

Let's just say that you found the addresses of the 1st and 2nd item slots in FFB, you'd notice that they were quite similar.

1st item slot address: 8077EBC xxyy
2nd item slot address: 8077EBC xxyy
(The x's are the amount of the item in that slot, and the y's are what item you had in that slot.)

Hmm, how much does the address change between each code?

Take a look at the difference between the item 1 code and item 2 code. The difference seems to be 2, so let's make an educated guess and say that the address for the 2nd item slot will be 8077EBC xxyy. After testing the code, we find that it IS indeed the address for the 2nd item slot. So if we know the addresses for item slots 1, 2, and 3, we now know that we can find the code for each item slot address by increasing a known address by 2. So add 2 to 8077EBC and you

have the 4th slot, 8077EE2... add 2 more... and you have the 5th... 80C4... add 2... 70C5, and so on.

Now that we know how to find the remaining addresses, the question is, how many slots are there? The answer... 198 item slots total! Now I know that I'm not going to enter 198 codes into my GameShark with a D-pad, so being the lazy gamer/hacker that I am, I'll make the GameShark do it for me! How? With the "5" code silly.

This is where the "RR" part of the code comes in—

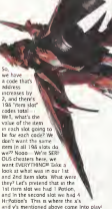
How many times does the code repeat? Well, look at how many item slots FFB has. That's right hackers and luddies, 198. Don't forget the G works in hexadecimal format, so 198 (decimal) would be C6 (hex). Now simply enter C6 into the "RR" location.

Now we have the 1st part of the "5" code complete:
500C605 0000

Next we need to remember the answer to the question, "How much does the address change between each code?" Each address was increasing by 2. So that means that the value of "5" in our code will be 2.

Wow, we've solved the 2nd half of the code: 500C602 0000

Let's find the FINAL value of this bad boy!



So, we have a code that's address increases by 2, and there's 198 "item slot" codes total... Well, what's the value of the item in each slot going to be for each code? We don't want the same item in all 198 slots do we? Nope... We're SO! GLS cheaters here, we want EVERYTHING! Take a look at what was in our 1st and 2nd item slots. What were they? Let's pretend that in the 1st item slot we had 1 Potion, and in the second slot we had 4 Hi-Potions. This is where the x's and y's mentioned above come into play!

8077EBC 0101 = 1 Potion in item slot 1
8077EBC 0403 = 4 Hi Potions in item slot 2

Break it down FNCB

Explanation of 8077EBC 0101

8077EBC 1st item slot
01 Quantity of items in 1st slot
01 Value for the item in that slot. (Potion)

Explanation of 8077EBC 0403

8077EBC 2nd item slot
04 Quantity of items in 2nd slot
03 Value for the item in that slot. (Hi-Potion)

O.K., let's take this information and use it to cheat big time!

Each item has it's own value, and in this case the item value increases by 1. If value "yy", in each item slot code, were increased by 1 you'd have 198 slots with 198 different items! That would be cool right? Well then, let's do it! All we need to do is tell the GameShark to add 1 to value "yy" of the item slot codes.

Look, our "5" code is almost complete!
500C602 0001

What's left? We need to tell the GameShark what address to start repeating and adding to. Let's start with the 1st item slot, and the lowest value for an item.

That would be here:
80077EBC 0101

But wait, the 1st "01" in the value ("0101") is the quantity of the item in that slot. I know, I know, a

quantity of 1 for all 198 slots is boring, so we'll give ourselves a 99 of everything! Take a look once again at the chart above. You'll notice that the last two numbers in the value are the quantity of the item in that slot. Change the item quantity to 99 (63 in HEX)

Modified item quantity in the first item slot code:
80077EBC 6301

Finally! We're almost done, we just need to put our 2 codes together like this:
500C602 0001
80077EBC 6301

Take a look! Those 2 lines of code look a lot better than 198 lines right? Well, it's a big score on the thumbs when entering them at last!

Happy hacking.

GEKIDO

The four-player fighting game that your mom warned you about, **Gekido**, has arrived. But it's a damn fine game nonetheless and we've got the lowdown for ya right here.

Genre: Fighting
Platforms: PSX
Developer: InterPlay
Publisher: NA, PS
ESRB Rating: T
OVERALL RATING: 7.4
Graphics: 7
Sound: 8
Controls: 8
Fresh Factor: 6
Comelike: 6

- P1 Hit B2 to Reel Health:** 4026c52108
800e148000
- P1 Max Rage Meter:** 800c4862a6
- P1 Infinite Special Move:** 800c48205f
- P2 Hit B2 to Reel Health:** 4026c52109
8036a26000
- P2 Max Rage Meter:** 800c4862a6
- P2 Infinite Special Move:** 800c48205f
- Unlock All Characters:** 800e77789f
- Unlock Shadow Fighter Mode:** 800c720081
- Unlock Team Mode:** 800c72c091
- Unlock Street Gang Battle:** 800c724081
- Unlock Survival Mode:** 800c723081
- Infinite Lives:** f00be184006
- Infinite Ammo On Pick-Up:** 8026f8a8042
800c0941002
807071e0032
800bc341002
800c0840032
800e4e40012
800c0204002
800b4840032
80707084002
800c3640032
800c0840032
800b4840032
800b4840032
800b4840032
800b4840032
800b4840032

REVIEW BY LIK

Just when I told myself "Seven Moves, not another fighting game," this game called Gekido magically appeared on my desk. Like the previous entries, I popped it in the PlayStation to see what it was all about. After about 7 hours of play, I must say I was pretty impressed. As a huge fighting game fan I am very excited, but I couldn't really find anything wrong with this game. Imagine Street Fighter mixed with Streets of Rage and a pinch of Fatal Fury, and bang you get Gekido. With tons of characters, modes and levels to unlock, this game has you doing plenty while it dominates your list of favorites. With that out of the way, let's move on to the dirty game.

In the technical department, things are pretty standard. Certainly, the bulk of the game is above average. The character animation is not too badly done, and the graphics and effects are smooth. When you have a 2-player game going there is a lot of movement and it seems to run shape and fluid, with solid and smooth movement in fact. The sound and stuff it has some cool tunes by it that they like and others. There isn't an overdone effects, just the right amount. The game controls are easy and precise, and your character is easy to control. There are not too many moves and buttons to figure out, and that is one feature I like about the game—it is really straight forward so you can concentrate on locking him, but when he has overdrives, do what. There are some combinations, but they aren't confusing and they're easy to remember. Nice job!

While the look and feel of this game is not exactly groundbreaking, it still has a whole lot to offer. Your basic fighting game features are involved of course. You have the over-the-top rage gauge or supermeter (a term used a bit here), the infamous special move and Street Fighter-style rapid characters, but the difference is that game is that you get to pick up your, links, and 2 in 1 to help you beat the car out of your opponents. You can also pick up a view of power-ups that help you beat more moves. Those franchises have power-ups? There are 8 different modes, all plus 4 of which have to be unlocked, and they are pretty diverse. One mode calls you on the street to fight your way to the finish, with a 1000 stage involved, and you can have power if it helps you see some mass power. More or less, these are the main features of this game. It is all in there!

For what I consider to be Interplay's first real shot at a "real" fighting game, they did an awesome job! It has all of the basic features you expect in a fighting game, plus a whole lot more to put it into its own class. It is highly entertaining and fun. With a lot of fighting game fans, this game is definitely worth picking up to add to your collection. It promises you won't be disappointed. Right?

You'll like this game if you like: Street Fighter, Streets of Rage, Double Dragon, any other fighting styled game.

GAME TIPS

Unlock Shadow Fighter Mode

beat the game in Urban Fighters Mode once

Unlock Gorilla As A Playable Character

beat the game in Urban Fighters Mode twice

Unlock Survival Mode

beat the game in Urban Fighters Mode three times

Unlock Kakechi As A Playable Character

beat the game in Urban Fighters Mode four times

Unlock Kameo As A Playable Character

beat the game in Urban Fighters Mode five times



Two games are cool... especially games in development. Here's a look at the games we're here to see to smooch post-release. Our list of highly colored specialties has highlighted the

offices of industry leading developers and publishers to obtain copies of the HOTTEST games coming down the pipe. Here's just a taste... a smidge if you will... of what we're fixed



Shenmue

System: Dreamcast
Developer: Sega
Tentative Release Date: Winter 2000

Shenmue is so dramatic that it has defined a new genre of game. Set in Japan and China, the game features characters that live within their own timelines, carrying on different schedules with different roles in life. The player assumes the role of Ryo Hoshino, a boy born in Fukuoka and trained in his father's martial arts teach ing. When Ryo returns home one day, he finds a stranger intruding and then witnessing his father's death. Now faced with the challenge of solving the mystery to his father's death, Ryo encounters many characters and adventures on his quest to avenge his past. The game's cinematic world is large enough to engage players for hours, with thousands of items, hundreds of interactive characters, and real-time environments. Weather and landscapes change according to the time of day and time of year. Even the sound, a much neglected and misused aspect of gaming, is complex, with many simultaneous sounds and volume shifts that reflect Ryo's proximity to the source. Shenmue is the latest masterpiece from producer Yu Suzuki, and it looks to be the most groundbreaking video game to date.



Senza Shelle

System: Dreamcast
Developer: Sega
Release Date: Winter 2000

So, a sad but just as fun as a whole new magical world for this ultimate party game. This time, players, the Guardian Angel, enters you live. With a mysterious mission, he's back to the power of the PlayStation's powerful crystal cube. From the biggest and closest of people from every dimension. So in order to save the land of Maginary Whirl, Ryo and friends must rescue the stolen stones. Up to four players can compete to see who gets the stones first. Each character has unique abilities to aid on the quest to know. Like Stone's magic Knuckles' gemstone for climbing. Play spin-games, fight bosses, answer trivia, and more.



Developer: Planar
System: Nintendo 64
Developer: Bare

Tentative Release Date: Holiday Season 2000

Imagine a world where dinosaurs are still alive. This holiday season, video gamers will discover that such a beautiful place does exist. In Nintendo 64, Bare, the creators of Perfect Dark, Disky King 64, and Jet Force Gemini are prepared to take you on the next new adventure in interactive entertainment. In a place called **Dinosaur Planet**.

Players follow the exploits of two exciting new heroes, Sabre and Kaval, as they fight to save Dinosaur Planet. As well as powerful fun, could destroy the world. On their quest, Sabre and Kaval are teamed up with their respective dinosaur sidekick—a prehistoric prowl named Kyle and a trademark game named Tricky. Developed and published by B. based firm, **Dinosaur Planet** will be distributed by Nintendo of America Inc. this holiday season.

The entire game is set to a vibrant and infectious soundtrack with full support of Dolby Surround Sound, transporting players to another world. Immersion based on real dinosaur biology to fully immerse themselves in the action and engaging storyline without having to worry about hitting buttons and interacting at the expense. Hours of speech, combined with realistic animation and facial expressions. Close up and reaction for an emotional cost of more than 100 new characters, based on every type of dinosaur and animal imaginable.

Dinosaur Planet requires the Nintendo 64 Expansion Pak for ultra realistic graphics and supports voice experience a world rich with real time environmental effects such as shadows, reflections, wind, snow, fog and a complete day/night system. Players will be able to watch an uncut version of the size you and enjoy more over 1000 different landscapes.



Senza

System: Dreamcast
Developer: Sega
Tentative Release Date: Summer 2000

Ever wish you could talk to the fishes? Well, Senza you can. Senza is an interactive underwater chat area you can talk to a man dressed with a fish. He has the ability to remember what you tell him through a microphone peripheral that comes with the game. So something you tell him now may come up in future chat sessions. The Complete Fish involves you chatting with food for Senza, comparing his fish tank's temper, and making sure he has the right environment to thrive in. He can grow more fish, coral, and even sea urchins. The goal is to get him to the point where he can adapt to live. Senza will guide you through puzzles that will help you unlock new areas in his development. But his personality changes too. As if you don't meet him well, he'll be grumpy. Senza can talk back to you, refuse you, basically everything you think already do. Sound crazy? It is, but in a very cool way.

Senza De Largo

System: Dreamcast
Developer: Sega
Tentative Release Date: Fall 2000

Disco! Disco! dead, baby! Forget what you heard and get into the disco! Senza De Largo is the Sega Dreamcast. This game is a first, with wacky characters, groovy music and, of course, a cool maraca controller. It's a three-in-one that you must shake to the beat at one of three levels. The more you shake your shaking style, the higher the score. The game also features Posing Periods, where players have to immediately stop shaking their maraca and strike a pose. It takes skill and coordination to master the rhythm and become a maraca master. The game is divided into three levels: Maraca, with a host of bright colors, wild imagery and swinging music that may just get you to not only shake your maraca, but get you to dance as well. As you

Pokémon Gold and Silver
System: Game Boy
Developer: Nintendo

Tentative Release Date: October 16, 2000

It's what video game life has contained... and many are aware of. This fall, Nintendo of America Inc. a Pokémon anime gets even bigger with the arrival of new duos: two to capture in two new Game Boy Color games **Pokémon Gold** and **Pokémon Silver**. In Japan, players bought more than 3 million sets of **Pokémon Gold** and **Silver** in the first few weeks following its November 1999 launch. Nintendo of America expects to surpass that number where the titles arrive in the United States on October 16, 2000. **Pokémon Gold** and **Silver** promise to become the biggest selling video games of all time, with a sell-through of 10 million cartridges promised in the first six months.

With new characters including Lugia, Ho-Oh, Typhlo, Ho-Oh, and Mew, and new features, such as a new point-to-point management system and the ability to trade pre-evolved Pokémon, **Pokémon Gold** and **Silver** is a tremendous evolution in this incredible franchise. The games offer new features to explore, new ways to train, and all sorts of new challenges to conquer. Pokémon and battle.

An all-new set of new new journey in **Pokémon Gold** and **Silver** are provided with PokéGear to assist them in their travels. The PokéGear includes a cellular phone for receiving calls from characters in the game, a radio that plays up game top floor, broadcasts in new towns, and a map that displays the route between new territories. The games also include a clock that must be set when gameplay begins. They play a significant role in **Pokémon Gold** and **Silver** as well as the ability to trade and use on only be sent at night. A number of new Pokémon are available to collect in order to capture new specific types of creatures, and new original Pokémon characters have new forms of evolution.

Pokémon Gold and **Silver** are compatible with the Red, Blue and Yellow versions of **Pokémon** for trading and battling with friends. The games are all playable on both Game Boy and Game Boy Color systems.



Street Legal
System: PlayStation 2
Developer: Activision
Tentative Release Date: Spring 2001

A racing game that puts players behind the wheel of next-generation convert cars. Players compete in the streets of Los Angeles on environments including London and Paris. Players can unlock secret cars, tracks and other hidden bonuses, as well as being able to use their own concept cars to use in races. Features include physics and real-time car damage and deformation that affects handling.



Madden NFL 2001
System: PlayStation 2
Developer: EA Sports
Tentative Release Date: Fall 2000

The Madden franchise is back with some new additions that add a new dimension to the game. New additions include: player mode is that are more detailed and realistic; an exclusive NFL Coaching Club feature where coaches offer strategies for a game; new defensive call books; enhanced audio and play by play; player-specific touchdown victory dances; and a new interface making the game easier to navigate.



NHL 2001
System: PlayStation 2
Developer: EA Sports
Tentative Release Date: Fall 2000

A hockey experience where competitors can play with or against all 30 National Hockey League teams, plus 10 international teams. The game features real player physics and real motion capture images. It also delivers new checks, shots and skate cycles for a realistic NHL experience.



Knockout Kings 2001
System: PlayStation 2
Developer: EA Sports
Tentative Release Date: Early 2001

The industry's best-selling boxing game will defend its title this year by featuring men and women in boxing with more realistic movements and unique fighting styles. Among the game's other features are new ways to throw and control punches, an enhanced camera angle, better footwork and quicker punching and blocking moves.



Tony Hawk's Pro Skater 2
System: PS2
Developer: Activision
Tentative Release Date: Summer 2000

The anticipated sequel to the skateboarding hit, Tony Hawk's Pro Skater 2 delivers the next level of skate board action. Introducing new features such as a skate park editor, a skate customization option, additional skate moves, expanded multiplayer modes and new peripherals, the game delivers an authentic no-holds-barred skateboarding experience. Choosing to skate as Tony Hawk or 12 of today's most popular pro skaters, players can perform hundreds of trick combinations with an intuitive and solid control scheme in a variety of realistic, obstacle-filled locations.



Gunstringer
System: PlayStation 2
Developer: Activision
Tentative Release Date: Spring 2001

A third person, action/shoot-out game that allows players to build their character into a hero or an outlaw in the wild west. Assuming the role of a gunslinger that has been assigned by an evil lord, players have their shooting skills and gambler to earn money in his week revenge. Gamers choose behaviors that establish their reputation as either a hero or an outlaw. In the course of doing so, gamers must master skills such as quick draw, two-handed pistol fighting, backstabbing and gambling in order to survive.



Outlaw: Mace's Delays
System: PlayStation 2
Developer: Infogrames
Tentative Release Date: Spring 2001

How would you feel if you broke your leg in a bear trap, were abducted by ruthless terrorists, had an alien device implanted in your skull, and found out your race had been hunted to extinction? Meet Mace, hero of the newest yet Outlaw: Mace's Delays of his life is about to change for the worse.

Outlaw is back with a third chapter in the Outlaw: Mace's Delays. As the quester, you'll find out Mace and his sometimes best friend Alce, in an in-between or hard their self-sustaining business and all their friends that live within it. You'll laugh, you'll cry, you'll sweat. Ponder about to try. A new world in desperate need of therapy, you are often going to get it up straight or push them right over the edge. May God help you.



Dino Crisis 2
System: PS2
Developer: Capcom
Tentative Release Date: October 2000

The sequel to the blockbuster survival horror game for the PlayStation console. In this game, the action takes place within the jungle, where the player must survive the constant attack of vicious dinosaurs. Dino Crisis 2 features new elements including the ability to hold two different weapons at a time, the option to play as two different characters, and more than 10 different types of dinosaurs. The original creator of the award-winning Resident Evil series and the original Dino Crisis series, the sequel features:

- Play as two different characters. Begins, the scary tough agent with incredible speed and agility from Dino Crisis and Dylan, a special agent whose specialty is brute force.
- Use two different weapons at one time.
- More dinosaurs. Ten different types of dinosaurs, each with unique AI.
- Save points for defeating dinosaurs. Players will earn credit points to purchase various weapons, ammunition and healing items.
- Full on survival tasks. Players require players to protect their fellow team members from attacking dinosaurs or chase down a dinosaur to retrieve an important key the creature had stolen.
- Underwater adventures. Players can dive down into a lake with diving gear and fight against angle-fish robots.
- Target enemies from above or below.



Tekken 2
System: PS2
Developer: Activision
Tentative Release Date: Summer 2000

The prequel to the popular game Tekken. Tekken 2 is a third person death-fight game set during the fighting series period in feudal Japan. The game expands on five years from the original with 21 tools and weapons, and 30 characters. Players must operate in the shadows of the day and the darkness of the night. New weapons and abilities that bring into the heart of the dangerous opponent, is your first step toward the winning victory. An underwater breathing tank, a blow gun and, of course, the classic throwing stars and grappling hook. The Ninja can now swim. Judo Budo's (Judo) game from the original moves and perform a host of new attack fully. Tekken 2 features a Multi-Level Training Mode and a Story Mode. A mission editor lets players create their own levels. Get ready to make heads roll once summer!

RESIDENT EVIL CODE: Veronica

BATTLE MODE WALKTHROUGH

If you've made your way through the entire main quest of *Resident Evil Code: Veronica*, you'll get a new option open up in the main menu: Battle Mode.

Battle Mode will test your speed, accuracy, strategy and reflexes. Only those with finely tuned combat skills will be able to earn the "A" Ranking. The rest of you will need some help.

This guide will show you a basic layout for each of the eight main rooms. Under each room map you'll find a listing of the types of enemies located within the room and how many of them you'll see, as well. Finally, and most importantly, you'll see a brief strategy for each room.

You should be aware that this guide isn't written for Albert Wesker's quest, as he receives a much different strategy altogether. Also, if you want to become an expert at Battle Mode, you make yourself as comfortable with the auto-aiming (L) shoulder button as you are with aiming your weapons (R shoulder button). Learning how and when to tap the L shoulder button to switch targets will save you at least a second per room, adding up to the difference between a B rank and an A rank.

ROOM 1

14 Zombies

There will be one zombie in view as soon as you start, just auto aim and take him out. Just before you take the first turn, you'll be able to auto aim and take out the one and one. Take the two and you'll be able to auto aim and take out both the third and the fourth.



ROOM 2

14 Zombies

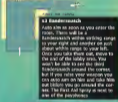
As you enter the area, auto aim and take out the one first. Just to get it out of the way, take out the one of zombies walking towards you. As you get near the door, there will be a zombie lying on the ground. Don't let him grab your foot. Aim down and take him out. There's an herb down the path to the right of the exit door.



ROOM 3

13 Bandersnatch

Auto aim as soon as you enter the room. There will be a Bandersnatch within walking range in your right and another on just about within range to your left. Once you take them out, move to the end of the lobby area. You won't be able to see the third Bandersnatch around the corner, but if you enter your weapon you can auto aim on him and take him out before you go around the corner. The first Aid Station is next to one of the Bandersnatches.



ROOM 4

13 Zombies

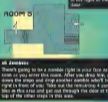
There are 2 Zombies in the first room the first has an explosive barrel. Take them out and as you move to the hallway, take out the zombie near the entrance. Move into the hallway, but before you turn the corner, take aim on the two zombies and drop them before moving to the exit.



ROOM 5

16 Zombies

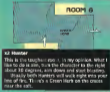
There's going to be a zombie right in your face as soon as you enter this room. After you drop him, go down the stairs and drop another zombie who'll be right in front of you. Take out the remaining 4 zombies in this area and get out through the door at the top of the other stairs in this area.



ROOM 6

12 Hunter

This is the toughest room. In my opinion, what I like to do is aim, turn the character in the right about 90 degrees, aim down and wait. Blasting. Heavy fire hunters will walk right into your line of fire. Think of a Green Herb on this corner near the exit.



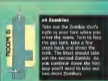
12 Hunters

The hunters in this room are a little easier to deal with. There will be one coming at you from your left as soon as you enter the room. Auto aim, fire one shot, then aim down and keep firing till he's dead. The other Hunter will most likely be coming at you now from the direction you were facing when you entered the room. There's a Green Herb near where the first Hunter came at you and a Blue Herb in the corner of the room (you can get to it by going near the exit steps and walking to the corner of the room).



16 Zombies

Take out the Zombie that's right in your face when you enter the room. Turn to face the two tanks, take a few steps back and shoot the tank. The tank should take out the second Zombie. As you continue down the hallway you'll need to take out two more Zombies.



ROOM 10

16 Zombies

This hallway is a place of pain. Take out the three zombies straight ahead then another just after you take the corner.



13 Zombies

Take about two steps into the room. Then take out the two Zombies right in front of you. There'll be a Zombie walking around in the main area, one more Zombie coming out of office area in your left, and another near the exit door. There's a First Aid Sprayer near the exit, as well.



16 Zombies

There'll be an explosive head Zombie in your face as you enter this room. Take him out then continue down the hall, taking out two more Zombies along the way. Go past the exit door to the control panel area. Take out the Zombie walking towards you and the one on the floor playing dead. Go back to the exit door where the last Zombie should be either on the stairs opposite the exit or at the bottom of them.



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